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Subject: In game storage locker CMD

Posted by [Starbuzz](#) on Mon, 13 Apr 2026 01:49:39 GMT

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Hey all, I am curious to know if something like this is possible to code in Renegade.

Is it possible to store weapons in-game in some virtual locker for use later?

Say you are GDI and you get hold of a Railgun but you kinda want to save it without fear of losing it if you die.

So before you go on that suicide mission to Nod base, you type this command in chat:

`!locker store railgun`

The Railgun gets removed from your character's inventory and kept in a virtual in-game locker.

Then you die and respawn and want the Railgun back so you type:

`!locker take railgun`

Boom, you get back your Railgun.

Locker is deleted if player leaves server.

Any thoughts? Is this possible to do? This is simply a question and not a request.

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